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Multiverse

VIEW SOURCE

This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: **Multiverse**.

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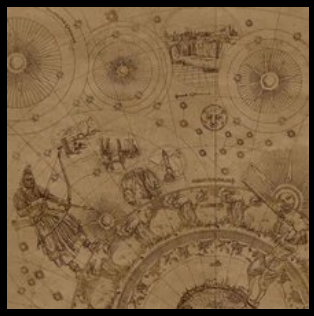
"Do you know that other worlds, different from ours, exist, which the Conjunction of the Spheres cut off access to? Universes, called elemental and para-elemental planes. Inhabited by creatures called demons?"
—Sorel Degerlund



Apart from The Witcher world several other realities exist. An infinite number of universes, parallel realities, Spheres and Dimensions were once possible to traverse without much effort this was however changed during the catastrophic event known as the Conjunction of the Spheres. Some of them mixed while the other vanished forever. Since then, the only known route between the universes has been known as the Spiral. Some of the creatures known to traverse the universes are unicorns.

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Known worlds

- Realms created by the 'Big Bang' or by the Elohim
  - Astral Chaos (Visited by Geralt of Rivia)
  - Axis (World passage, towards very complicated regions of the Multiverse and the Omniverse)
  - Arkesia (Visited by Geralt of Rivia and Yennefer)
  - Biringan *Vanished*
  - Cyberpunk World (Mentioned by Ciri) *without/not affected by magic*
  - Domdaniel (Homeworld of the Gnomes) *Mixed World it was destroyed during the Conjunction of the Spheres*
  - Dunwich (A realm affected by the cosmic horrors.)
  - Earth (Human´s homeworld) *without/not affected by magic*
  - Eden *Vanished*
  - The Elemental Planes (See Dimensions, a little further in this article)
  - The Fog *Vanished*
  - Fusang *without/not affected by magic*
  - Jaevela (Original world of the Dyrian, created and maintained by Wijun)
  - Jötunheim (Original world of the giants, speculated)
  - The lands of Manu
  - Monster Hunter World (Visited by Geralt of Rivia)
  - Nilfheim (Speculated as a world very affected by the ether, so much so that, its fog is capable of transforming the reality of other worlds. It probably had something to do with the monsters of the destroyed world known as The Fog.)
  - The Realm of the Ancestors (A world in which humanity is developing through the Mesozoic Era)
  - The Spirit Realm (Original world of the Spirits, created and maintained by Betlena)
  - Tibil (A world created by Fanbris, where he used to put in a game different creatures brought from various parts of the Omniverse)
  - Tír na nÓg (Fey homeworld)
    - Necrophage Homeworld (Might be the same place)
  - Vampire´s world (A world provided for the Prime Vampires and their offspring

following their service in the Elohim-Cosmic Horror War.)
    - World AKA The Continent
    - World of the Elohim (Home dimension of the Elohim, shielded from lower races, including the Grigori by a shield maintained by Asherah, a Prime Elohim and their queen.)

- Realms ruled or created by the Grigori (Currently or at one time)
    - Asgard
    - Elysium (Paradise world, where the first experiments of the Grigori to create various races originated. Ruled by several surviving Grigori, like Cronos, Ramadantis and Milda. It would eventually collapse due to various internal conflicts)
    - Ketumati (Main meeting place of the Grigori during the Grigori Era) was originally characterized by being a paradise in every sense of the word. Ruled by Nehaleni and her human husband, it became a post-apocalyptic world after the war with the Nefandi)
    - Kolob (Supposedly, the world the Akeros moved to after the destruction of the Sky)
    - Olympus (A realm inhabited at least at one time by the Grigori of the Olympus faction.)
    - Rakoa
    - Sky (The world originally made for the Akeros by the Elohim God of the Akeros during the Grigori rebellion against the Elohim, this world was effectively destroyed by the **God of Akeros** having to result to using an overwhelming force to repel the invading Grigori force)
    - Somnia (Sphere in which Morpheus, one of the Grigori with the most knowledge of ether manipulation, rules)
    - Svartalfheim (Original world of the Dwarves, originally populated by the creations of Gridona)
    - Vanaheim (World where the Vanir, one of the Grigori factions, originally lived. Characterized as a reservoir for all kinds of endangered animals and plants around the multiverse)
    - Venusberg *Mixed world*

- Realms with/affected by magic
    - Aenyr (A world where art and magic are intrinsically linked)
    - Arknia
    - Chinvat
    - Ezanavi
    - Gaunter´s world (Probably a personal demi-plane)
    - Hell (Demon's homeworld, speculated)
    - Jannada
    - Kardun
    - Neo - Earth
    - Novea
    - Pridraire
    - The Hole
    - Terminus
    - Tir ná Lia (World of the Aen Elle)
    - Undod System (Elves` homeworld)
    - Volaria
    - Yaga's Earth (Parallel Earth to the Earth inhabited by creatures that on Earth would be considered mythological. And a young Baba Yaga, referenced in some myths about Putnam Pitch after his sanctification. Some speculate, it could be the same world as Neo - Earth)
    - Zo´s world

- Magic status unknown
    - Adiri
    - Ddiddiwedht world
    - Enso
    - Lintukoto (A world much colder than The Continent, probably affected in its early

days by the weapon created by Xicllaniparan, commonly known as The White Frost. Where dwarves are the majority, and all the animal species present there have evolved from birds.)
- Nether realms
- Karslav

Possible worlds

Worlds, parallel worlds or supposed alternative timelines that have interacted with the world, through, for example, people, objects, monsters, etc... but have not been fully assured of their existence. These realities, by those theorists and others who have supposed proof of their existence, have been classified by the use of numbers. These theorists share the focal sphere theory (see below in the article) but with the difference that they do believe in the existence of a central universe.

- **Prime Universe :** *White Frost Late Expansion* [A timeline in which the White Frost phenomenon took 3000 years to freeze the world.] **(BOOKS TIMELINE)**
- **Universe 2 :** *Jacques de Aldesberg´s Continent* [A supposed alternative timeline of the Continent (see below in the article) where The White Frost ended up consuming the world in an eternal winter.] **(PART OF THE WITCHER VIDEOGAME TRILOGY)**
- **Universe 3** : *Early contact between the Nordlings and the Okamese timeline* [A supposed alternative timeline, where a contact between these two peoples occurred earlier in history. which led to significant changes. Among them, for example, that the Witchers of the Order wore armor inspired by the samurai of the islands.] **(THE HEXER TIMELINE)**
- **Universe 4 :** Timeline where The World, ended in ecological collapse rather than because of The White Frost. **(BOOKS (+ SOME DATES OF NETFLIX´S THE WITCHER) / THE WITCHER VIDEOGAME TRILOGY (+ SOME DARK HORSE COMICS AND THE WITCHER TTRPG BY TALSORIAN GAMES) / TALES OF THE WORLD OF THE WITCHER TIMELINE AKA COMMON FANON TIMELINE)**
- **Universe 5 :** A timeline very similar to Universe 4, with only a few differences, such as the existence of the Aen Faennin. Referenced by some elves in texts, but not present at all. **(SCHOOLOFTHELYCAN ARTISTIC PROJECT TIMELINE)**
- **Universe 6 :** A timeline where Nilfgaard won the Third Northern War. **(POSSIBLE TIMELINE IN THE ENDING OF THE WITCHER 3)**
  - **Differences**:

- **Universe 7 :** *Late Witchers World* [A world very similar to the Continent, but with some notable changes, including the appearance of the witchers in 967 instead of 951. This produces a butterfly effect that leads to several notable changes with respect to the known Continent's world.] (**NETFLIX´S THE WITCHER TIMELINE)**
- **Universe 8 :** *Eastern timeline* [A supposed timeline, where the entire story of Geralt of Rivia took place in the Okami Islands instead of in the Northern Kingdoms.] **(INSPIRED TIMELINE BY GERALT OF RIVIA SAMURAI PRODUCTS)**
- **Universe 9:** A timeline, where certain roles in **Universe 7** have been changed. **(NETFLIX´S THE WITCHER FANFICTIONS TIMELINE)**
- **Universe 10:** A timeline where instead of Morvran Voorhis becoming Emperor of Nilfgaard, Emhyr's daughter, Cirilla, becomes the first ruling empress. **(POSSIBLE TIMELINE IN THE ENDING OF THE WITCHER 3)**
  - **Differences**: After the victory of Nilfgaard and its expansion towards the North, Ciri decides to become Empress. Bringing a quite fair and prosperous reign with her, she allows the empire to survive longer and become stronger. Making Nilfgaard, several generations later, to decide to begin a strong expansion towards the Far East.

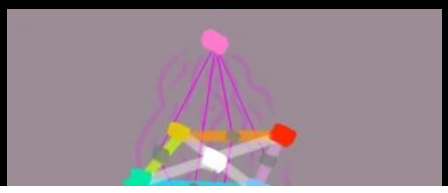
- **Universe 11 :** The "Happy Endings" Timeline. A timeline, where some events turned out more positively. The wedding of Geralt of Rivia and Yennefer takes place in this universe. In this universe, events such as the Magne Massacre or the Haaki Invasion do not happen either. **(SOMETHING ENDS, SOMETHING BEGINS TIMELINE)**
  - **Differences**: It is a timeline very similar to the primary universe and universe 4. The most notable difference is that it is more of a "fairy tale" type. Many events happen in the same way as in these two universes, except from 1268 / 1269,

where the timeline begins to bifurcate. One of the most notable bifurcations being the wedding of Geralt and Yennefer, other bifurcations to note would be that there is more tolerance for witchers, an event like the Magne Massacre never happened, allowing Putnam Pitch to retire and raise a family together with Tubiel and Sigurd Pitch of Brenna. Cervin and Brianna, they never met in the Arena, but in Toussaint, and Adalwulf never became master of the School of the Fox, but of the School of the Wolf after a reconstruction.

- **Universe 12** : A timeline, where Keira Metz ends up dying during the time of the Witch Hunts, unable to work on her cure for the Catriona Plague, this leads to an almost apocalyptic scenario. As fanaticism grew, both her work and Alexander's notes were burned.
- **Universe 13:** A timeline, where the witchers appear in a more technologically advanced era.
- **Universe 14 :** A timeline equal to **Universe 4**, but with the genders changed.
- **Universe 15:** A universe, very similar to the **Prime Universe** or **Universe 4**, with some differences, the most notable being that the locations of the witcher schools are changed, with the Griffins, for example, being located in the Amell Mountains instead of Kovir**. (THE WITCHER : A GAME OF IMAGINATION TIMELINE)**
- **Universe 16:** A timeline where the Aen Nílfe domination never ended, but expanded.
- **Universe 17:** A timeline in which Emhyr ended up marrying a foreign noblewoman, not the "fake Ciri".
- **Universe 18:** A timeline where the cult of Coram Agh Tera appears in 1611. **(THE MISTAKE / THE SWORD DESTINY EXPANSION TIMELINE)**
- **Universe 19 :** A timeline where the Empire of Magne never fell.
- **Universe 20 :** The world of Velhad [A world, very similar to the world of The Continent, but at the same time very different, which originated in the Third Conjunction]
- **Universe 21:** A timeline in which things 'didn't go well'. [This is the home dimension that Skullheads originally come from.] **(PART OF THE WITCHER VIDEOGAME TRILOGY)**
- **Universe 22 :** A timeline where the great mission of Adalwulf of Aedirn was never successfully accomplished which brings the Second Age of Witchers to a catastrophic end, with humanity and monsters not coming to an understanding and dark forces overtaking the land.
    - **Differences**: The treatment of witchers are worse than ever and they are actively hunted down by Witch Hunters and other evil-minded individuals under the command of shadowy organizations such as the Church of the Eternal Fire which flourished in this timeline under the power of Cthugha, the Living Flame who due to not being stopped from being summoned by **Adalwulf of Aedirn** has been successfully summoned in this universe, his return to the mortal planes setting in motion that others of his kind follow, nothing but madness and death await in this universe's future.

- **Universe 23 :** An alternative reality, where during the Elven Era the first Witcher prototype was created instead of being the result of the work of Alzur and Cosimo Malaspina, being probably the universe from which witchers in other realities, such as Neo-Earth, Lintukoto and Karslav, are derived **(THE WITCHER : BLOOD ORIGIN TIMELINE)**
- **Universe 24 :** Universe visited by Geralt of Rivia during an investigation about demons that got complicated. Exactly the same as The Continent, but empty, remaining only the structures left by civilization. The rest is all normal, it is unknown what happened here **(SOUL CALIBUR VI GERALT OF RIVIA´S STORY - REPLICA OF KAER MORHEN)**

Dimensions aka the Elemental Planes



3D representation of the different planes made by SMiki55

- Ether or Astral Plane, source of the Fifth Element.
    - It is inhabited by various ethereal entities such as hyms and perispirits.
    - Inhabited by the dominant race of the Jann, a genie of mixed magic capable of the four classical elements but were weaker than other genie types, also capable of their own Ether magic.
        - Ether Elementals, the third stage in the **Jann** life-cycle.
            - Ether Daemons., the second stage in the **Jann** life-cycle. A Ether Daemon forms either by enough Ether Mephits fusing together which is more commonly how Ether Daemons come into being or on rare occasion through age.
                - Ether Mephits, a weaker servile 'larval' form of the **Jann**. Created when an **Jann** purposely shatters a piece of their own essence, each piece becomes an individual Ether Mephit.

- Elemental Plane of Air
    - Inhabited by the dominant race of the Djinn, a pure Air chaos genie. Djinn are responsible for all the pure air and winds found through all the known verses.
        - Air Elementals, the third stage in the Djinn life-cycle.
            - Air Daemons, the second stage in the Djinn life-cycle. A Air Daemon forms either by enough Air Mephits fusing together which is more commonly how Air Daemons come into being or on rare occasion through age.
                - Lightning Mephits, a weaker servile 'larval' form of the Djinn. Created when an Djinn purposely shatters a piece of their own essence, resulting in each piece becoming an individual Lightning Mephit.

- Elemental Plane of Earth
    - Inhabited by the dominant race of the D'ao, a pure Earth chaos genie. **D'ao** are responsible for all the minerals, metals and land found through all the known verses.
        - Earth Elementals, the third stage in the **D'ao** life-cycle.
            - Earth Daemons, the second stage in the **D'ao** life-cycle. A Earth Daemon forms either by enough **Earth Mephits** fusing together which is more commonly how **Earth Daemons** come into being or on rare occasion through age.
                - Earth Mephits, a weaker servile 'larval' form of the **D'ao**. Created when an **D'ao** purposely shatters a piece of their own essence, each piece becomes an individual **Earth Mephit**.

- Elemental Plane of Fire
    - Inhabited by the dominant race of the Ifrits, a pure Fire chaos genie. Ifrits are responsible for all the heat and plasma found through all the known verses.
        - Fire Elementals, the third stage in the Ifrit life-cycle.
            - Fire Daemons, the second stage in the Ifrit life-cycle. A Fire Daemon forms either by enough Fire Mephits fusing together which is more commonly how Fire Daemons come into being or on rare occasion through age.
                - Fire Mephits, a weaker servile 'larval' form of the Ifrits. Created when an Ifrit purposely shatters a piece of their own essence, resulting in eeach piece becomes Fire Mephit.

- Elemental Plane of Water
    - Inhabited by the dominant race of the Marides, a pure Water chaos genie. Marides are responsible for all the water (rivers, seas and oceans) found through all the known verses.
        - Water Elementals, the third stage in the Maride life-cycle.
            - Water Daemons, the second stage in the Maride life-cycle. A Water Daemon forms either by enough Water Mephits fusing together which is more commonly how Water Daemons come into being or on rare occasion through age.
                - Water Mephits, a weaker servile 'larval' form of the Marides. Created when an Maride purposely shatters a piece of their own essence, each piece becomes an individual Water Mephit.

- Para-Elemental Planes
    - Ice Para-Elemental Plane. A cross-plane that experiences bleed-over between the planes of Air and Water. This places was created from an echo of the power of Xicllaniparan, The Abysmal Tundra of the Moper. This realm is home to the White Frost, the goddess Quxasis, and her husband Huses as well as the Ice Primordial, Dur-Baagal. This is likely the home-world of the hounds bred by the Dearg Ruadhri (Wild Hunt). The Qorrash are responsible for all the ice and cold found through all the known verses.
        - Inhabited by the dominant race of the **Qorrash**.
            - Ice Elementals, the third stage in the **Qorrash** life-cycle.
                - Ice Daemons, the second stage in the **Qorrash**) life-cycle. A Ice Daemon forms either by enough Ice Mephits fusing together which is more commonly how Ice Daemons come into being or on rare occasion through age.
                    - Ice Mephits, a weaker servile 'larval' form of the **Qorrash**. Created when an **Qorrash** purposely shatters a piece of their own essence, resulting in each piece becoming an individual Ice Mephit.

    - Nature Para-Elemental Plane, a separate plane to the similar Plane of Earth, this plane is overrun with lush plant life and all the life here is plant-based.
        - Inhabited by the Treant, a race of genie that resembles a plant-based genie or a large mobile humanoid shaped tree. Treants are responsible for the plant life found through all the known verses.
            - Leaf Elementals, the third stage in the Treant life-cycle.
                - Leaf Daemons, the second stage in the Treant life-cycle. A Leaf Daemon forms either by enough Leaf Mephits fusing together which is more commonly how Leaf Daemons come into being or on rare occasion through age.
                    - Leaf Mephits, a weaker servile ' larval' form of the Treant. Created when an Treant purposely shatters a piece of their own essence, resulting in each piece becoming an individual Leaf Mephit.

    - Steam Para-Elemental Plane. A plane that experiences bleed-over between the planes of Fire and Water. This realm is home to the Steam Primordial, Nebula. A branch of humanity lives in this plane as well they refer to themselves as the Steamfolk, using steam powered advanced technology such as trains and airship.
        - Inhabited by the dominant race of the (TBA)
            - Steam Elementals, the third stage in the (TBA) life-cycle.
                - Steam Daemons, the second stage in the (TBA) life-cycle. A Steam Daemon forms either by enough Steam Mephits fusing together which is more commonly how Steam Daemons come into being or on rare occasion through age.

    - Steam Mephits, a weaker servile 'larval' form of the (TBA). Created when an (TBA) purposely shatters a piece of their own essence, resulting in eeach piece becomes Steam Mephit.

- Magically made demi-planes made and maintained by magic.

First Conjunction

The following world mixed together in the process with other worlds

- Andlang
- Atlantis world (Mixed together with The World)
- Axis
- Edoria
- Fatum´s world
- Gwynsten
- Huwawa
- Kitezh
- Nimuria
- Panchaia
- Reynes world
- Shangri - La
- Sinapia
- The Subsurface
- Udgard
- Vitor
- Wiccan´s world (Mixed with The World)
- Xanadu
- Yomi
- Zutibor

While the following worlds and realms vanished or were destroyed in the process:

- Gnita
- Kunlun
- Lemuria
- Malakut
- Mana
- Mu
- Pamola
- Penglai
- Reidgotaland

Second Conjunction

During the Second Conjunction, the same process was repeated and multiple dimensions, worlds and timelines crossed again.

A clear example of this is the emergence of otherworldly islands like the Malus Island and Kantia in the Mad Sea and also otherworldly islands in different parts of the World like Satanazes and Antillia in The Great Sea, Mayda and the Nimrod islands in the Far North, Torca, Ganges and Táiyáng in the seas of the Far East and the Emerald Island and Davisland in the Far South.

Extra

In later Conjunctions, the same process would be repeated without any significant changes.

Theories

Multiversal rules

Due to its sheer size and complexity. All the proposals to find a structure and way of acting of the multiverse have been impossible to verify, but that does not mean that some scholars have not proposed theories, which could eventually be true.

The main theory, and one on which many agree, is that there is not, as such, a primary existing universe, but one, which served as the basis for the eventual development of the omniverse (see below in the article)

Another theory of considerable relevance indicates that, within the infinity of the multiverse, there exist focal spheres, probably arising at the beginning of the creation of the multiverse, which serve as a starting point for possible ramifications, eventually cascading to infinity.

This would imply that, if one were to go from one's initial universe to the closest ones, one would probably find very similar universes, with very minor changes, and these would become progressively greater as one moved away from one's universe of origin.

Megaverse

A concept theorised by various mages and scholars, which has not been proven. This would imply the existence of different multiverses, grouped in bubbles which would be known as megaverses, which would share very similar characteristics. This concept began to develop as a result of the appearance of portals to other realities found throughout The Continent in an active state. Which was thought impossible, due to the multiversal collapse, known as the Conjunction of the Spheres.

Which, according to this theory, would imply that there is not just one multiverse, but multiverses beyond the known one.

Gigaverse

Another concept theorized by mages and scholars, which would imply an infinite set of megaverses. The movement of the megaverses in the gigaverse would reverberate through the multiverses, thus causing their collapse and giving rise to the Conjunctions of the Spheres.

Teraverse

In theory, it would involve a set of gigaverses. According to occult mage sects, it would be in this part of the whole, where most of the demon-gods would reside, away from the standard demons.

Petaverse

It would be a set of teraverses, but there is no serious theory as in the case of the megaverse. According to occult sects, it is in this zone where entities opposed to the god demons would live. Some speculate that they would be the most powerful versions of the so-called angels.

Exaverse

As with the petaverse, there is no serious theory. It would be the grouping of different petaverses. And according to occultists, it would be in this place where entities impossible for any sorcerer to access, called Cosmic Horrors, would reside. The eldritch fiery being known as Cthugha, the Living Flame as well as its minion the Fire Vampires are theorized to be from this verse, but draw some of their power from the Plane of Fire, due to Gaunter O'Dimm's power and his statement that he is not a demon or djinn, it is theorized that Gaunter O'Dimm's true form is a Cosmic Horror.

Zettaverse

A group of exaverses, protected by entities opposed to the Cosmic Horrors with the sole intention of preventing them from escaping so that they do not destroy the everything. ***Theory put forward by a mage belonging to an occultist sect, who was drugged***.

Yottaverse

A group of zettaverses and a place, where the creators of both Cosmic Horrors and their counterparts would reside.

Omniverse

According to the most extravagant philosophers of the Continent, the Omniverse would be all that exists, existed and will exist. According to similarly minded theologians, it would be in the omniverse that the gods would reside. The beings known as the Elohim such as 'The Source' is theorized to have be from this verse.

Possible proven theories

Alternate timelines

It remains a theory, as this part of the Geralt of Rivia legend has never been proven but it is said, that Alvin, later known as Jacques de Aldesberg, could be someone from an alternate timeline. Which would ensure their existence in the multiverse. Instead of someone with a mutation of the Elder Blood gene. That would explain much of what happened with him, and more importantly, his supposed ability to jump between realities, despite being a man, since the gene's abilities only manifest in women.

But like so much in the history of the White Wolf, it is a mystery that is likely to remain unsolved.

Another possible proof are the rumors from the School of the Crane that said that the druidess known as Ahavel, was very similar in appearance to Putnam Pitch's great love, Tubiel of Brenna. Commenting that it was actually this same one, but coming from another alternate timeline. Although it could never be known for sure, due to the witcher's taste for red-haired women.

Known races and species

- Humanoids (Humans and Non-Human)
    - Adlets
    - Astomis
    - Bobołaks (Werebbubs) *Found on reservations in the North*
    - Dokkaebis
    - Dwarves *Can be found mostly anywhere in smaller groupings, but the only known large grouping of dwarves is in the Autonomous Temerian Vassal State of Mahakam.
    - Dyrians *Can be found in reservations in the North, but they have a kingdom in which the most of their population lives in the Far East called Vineta.*
        - Therianthrope-hybrids
            - The Awakened
            - Aarakocra (Birdfolk)
            - Bearkin (Bearfolk)
            - Bejuk (Sheepfolk)
            - Camazotz (Batfolk)
            - Caniden (Dogfolk)
            - Centaur (Horsefolk)
            - Lepori (Rabbitfolk)
            - Minotaur (Cowfolk)
            - Mousefolk
            - Rakin (Raccoonfolk)
            - Sciurian (Squirrelfolk)
            - Simian (Monkeyfolk)
            - Tabaxi (Catfolk)
            - Vulpe (Foxfolk)
            - Wolfborn (Wolffolk)

- Elves
    - Aen Elle (Alder Folk)
    - Aen Ghele (Glacier Folk)
    - Aen Faennin (Sun Folk)
    - Aen Hagde (Terrace Folk)
    - Aen Manche (Desert Folk)
    - Aen Nilfe (Black Folk)
    - Aen Seidhe (Hill Folk)
    - Aen Undod (First Folk)
    - Aen Woedde (Wood Folk)
    - Aen Puau (Island Folk)
    - Aen Teg (Fair Folk)
- Goblinoids (Fey related, but none the lesson considered humanoids)
    - Bugbears (Sentient but savage, view trespassers as food, not known for negotiating)
    - Clurichauns
    - Goblins
        - Hobgoblins
        - Leprechaun
    - Griggs
    - Kobolds
        - Bucca (A very large breed of Kobold known for inhabiting caves and mines with hidden treasures.)
        - Clabater (A helpful sea goblinoid that is well-liked by most sailors, despite being quite mean and rude to common sailors.)
- Gnomes
    - Maragullos *Found in the caves of Basilia*
    - Geronas *Found on Chinvat*
- Halflings (Hobbits)
- Humans
    - Steamfolk
- Nitus
- Nymphs
    - Dryad
    - Hamadryad
    - Leimoniad
    - Naiad
    - Nereid
    - Oread
    - Yukionnas *Found on the Okami Islands*
- Sonneys
    - Sonners
- Svergs
- Trows
- Vrans *Found on reservations in the North*
    - Yohis (Subspecies of the Vrans from the Okami Islands)

- Cursed Ones
    - Cursed Humans
        - Bluebeard
        - The Monstrous (i.e Nivellen)
    - Cursed Plants
        - Archespore

- Monsters
  - Vendigo
    - Vendigo Spawn
  - Therianthropes
    - Wereape
    - Werebat
    - Werebear
    - Werebird
    - Werecat
    - Werecow
    - Werecrow
    - Weredog
    - Werefox
    - Werehorse
    - Weremouse
    - Wererabbit
    - Wereraccoon
    - Wererat
    - Weresheep
    - Weresquirrel
    - Wereserpent
    - Werewolf
- Draconids
  - True Dragons
    - Black Dragons
      - Obsidian Dragons
      - Epidote Dragons
      - Onyx Dragons
      - Jet Dragons
    - Blue Dragons
      - Plasa
      - Zangvebari Dragon
    - Gold Dragons
    - Green Dragons
    - Red Dragons
      - Pink Dragons
    - Silver Dragons
      - Grey Dragons
    - White Dragons
    - Yellow Dragons
  - False Dragons
    - Basilisk (Bestial Intellect)
      - Silver Basilisk (Bestial Intellect)
    - Cockatrice (Bestial Intellect)
    - Dracolizard (Bestial Intellect)
    - Dracoturtle (Bestial Intellect)
    - Forktail (Bestial Intellect)
    - Magon (Bestial Intellect) {possibly}
    - Naga (Bestial Intellect)
    - Phoenix (Bestial Intellect)
    - Wyvern (Bestial Intellect)
- Elementia- Constructs and beings made of magic

- Constructs
    - Gargoyle
    - Golem
    - Homunculi
    - The Forged

- True Genies
    - D'ao
    - Djinn
    - Ifrit
    - Jann
    - Maride, Genie of Water, it is said that the first Marides were made by the Water Primodial, Hydros the same way Marides created Water Mephits, by extracting a piece of their essence and shattering it, and the pieces became the first Marides.
    - Qorrash
    - Treant

- Lesser Genies
    - Air Elemental
        - Air Daemon
            - Lightning Mephit

    - Earth Elemental
        - Earth Daemon
            - Earth Mephit

    - Ether Elemental, an almost fully grown member of its race if other more researched genies are any indicators as it grows older and stronger it will eventually become its adult form, though this process can take centuries. Though they share the same name, mage made Elementals are usually made of rock and other materials found in the world, while the Elemental of the Genie life-cycle is made up of pure elemental chaos.
        - Ether Daemon, a juvenile (TBA) it is unable to grant powerful wishes but can still grant great magical capacities to mages if they know how to use them.
            - Ether Mephit

    - Fire Elemental
        - Fire Daemon
            - Fire Mephit

    - Ice Elemental, an almost fully grown member of its race if other more researched genies are any indicators as it grows older and stronger it will eventually become its adult form, though this process can take centuries. Though they share the same name, mage made Elementals are usually made of rock and other materials found in the world, while the Elemental of the Genie life-cycle is made up of pure elemental chaos.
        - Ice Daemon, a juvenile **Qorrash** it is unable to grant powerful wishes but can still grant great magical capacities to mages if they know how to use them.
            - Ice Mephit

    - Leaf Elemental, an almost fully grown member of its race if other more researched genies are any indicators as it grows older and stronger it will eventually become its adult form, though this process can take centuries. Though they share the same name, mage made Elementals are usually made of rock and other materials found in the world, while the Elemental of the Genie life-cycle is made up of pure elemental chaos.
        - Leaf Daemon, a juvenile **Treant** it is unable to grant powerful wishes

but can still grant great magical capacities to mages if they know how to use them.
                - Leaf Mephit
        - Steam Elemental, an almost fully grown member of its race if other more researched genies are any indicators as it grows older and stronger it will eventually become its adult form, though this process can take centuries. Though they share the same name, mage made Elementals are usually made of rock and other materials found in the world, while the Elemental of the Genie life-cycle is made up of pure elemental chaos.
            - Steam Daemon, a juvenile (TBA) it is unable to grant powerful wishes but can still grant great magical capacities to mages if they know how to use them.
                - Steam Mephit
        - Water Elemental, an almost fully grown Maride as it grows older and stronger it will eventually become a Maride. Though the process can take centuries. Though they share the same name, mage made Elementals are usually made of rock and other materials found in the world, while the Elemental of the Genie life-cycle is made up of pure elemental chaos.
            - Water Daemon, a juvenile Maride it is unable to grant powerful wishes but can still grant great magical capacities to mages if they know how to use them.
                - Water Mephit, incessant tricksters that delight in setting traps for unsuspecting passersby. They favor the relative safety of water, but will gladly trek outside their comfort zone to execute a new prank. They are often found in the service of Water Elementals and/or their parent Maride.
        - Elemental Primordials, singular entities that are the guardians and sources for all the powers of an elemental plane (after their creation by the Elohim, The Source.)
            - Arges, The Primordial of Aether.
            - Hydros, The Primordial of Water.
            - Lythos, The Primordial of Earth.
            - Pyros, The Primordial of Fire.
            - Stratos, The Primordial of Air.
                - Sub-Primordials
                    - Rhea, The Primordial of Nature.
                    - Dur-Baagal, The Primordial of Ice.
                    - Nebula, The Primordial of Steam
- Fey (Mysterious level intelligence)
    - Arboreal (Human Intelligence)
        - Cursed
        - Treefolk
    - Archfey (Higher that human Intelligence)
        - Aen Teg (Fair Folk) (Human Intelligence)
        - Changeling (Human Intelligence)
        - Datanlolum Dwarves (Human Intelligence)
    - Beldam (Human Intelligence)
    - Blood Fey (Human Intelligence)
    - Fae
    - Fairy
    - Ogroids
        - Giants/Titans
            - Cloud giants (Human level intelligence)
            - Cyclopses (Bestial Intellect, though can pick up large objects and use

them as clubs and such.)
    - Firbolgs (Human level intelligence)
    - Fire giants (Human level intelligence)
    - Hill giants (Human level intelligence)
    - Ice giants (Human level intelligence)
    - Stone giant (Human level intelligence)
    - Storm giant (Human level intelligence)

- Hanivers
- Nekkers (Human level in the realm of Tir ná nÓg, about as smart as a proto-civilization peoples on different worlds.)
    - Nekker Warriors (Human level in the realm of Tir ná nÓg, about as smart as a proto-civilization peoples on different worlds.)
    - Phooca (Human level in the realm of Tir ná nÓg, about as smart as a proto-civilization peoples on different worlds.)

- Ogres
    - Belu (Human level intellect. A subspecies of Ogre, found in the lands of Far East in the kingdom of Vineta.)

- Onis
- Trolls (Human level in the realm of Tir ná nÓg, about as smart as a dim human elsewhere.)
    - Ice Trolls (Human level in the realm of Tir ná nÓg, about as smart as a dim human or child elsewhere.)
    - Mountain Trolls (Human level in the realm of Tir ná nÓg, about as smart as a dim human or child elsewhere.) The largest of the terrestrial trolls.
    - Rock Trolls (Human level in the realm of Tir ná nÓg, about as smart as a dim human or child elsewhere.)
        - Crystalline Trolls (Human level in the realm of Tir ná nÓg, about as smart as a dim human or child elsewhere.) A rare variant of Rock Troll that has eaten crystals instead of rocks resulting in a crystalline skin and covering on their back. They are generally thinner that Rock Trolls and taller (mostly due to not slouching as much as their kin).

    - Sea Troll (Human level in the realm of Tir ná nÓg, about as smart as a dim human or child elsewhere.) Exist in the World but rarely interact with the surface, as they find plenty to do and entertain them in the Vodyanoi cities in which they are usually found. In Tir ná nÓg they are found in the oceans and hunt sea monsters. They are like River Trolls but bigger, and tougher with things like coral-like growths on their backs and overlapping sharp teeth like a crocodile. Sea Trolls are the largest of the aquatic trolls.
        - River Troll (Human level in the realm of Tir ná nÓg, about as smart as a dim human or child elsewhere.) Exist in the World but rarely interact with the surface, as they find plenty to do and entertain them in the Vodyanoi cities in which they are usually found. In Tir ná nÓg they are found in rivers and act as ferrymen and take tolls. They are like Sea Trolls but smaller, and generally looked like a large fat goblin with fins for ears.

- Sprites
- Tooth Fairy
    - Bone Fey

- Weepers

- Hybrids
    - Amabie
    - Cecaelia

- Centaurs
- Dwarf Siren
- Griffins (Bestial Intelligene)
    - Archgriffin (Bestial Intelligene)
    - Royal Griffins (Bestial Intelligene)
- Kappas
- Lesser Siren
- Merrows
- Merpeople (Human level intelligence)
    - Naddahas
    - Ningyo
    - Sea Witches
    - Selkie
    - Silk Siren
    - Sirin
- Nixa (Human level intelligence)
    - Ekhidna (Human level intelligence)
- Samebitos
- Siyokoy

- Necrophages
    - Bullvores (Bestial Intellect)
    - Cemetaurs (Female) (Bestial Intellect)
        - Graveirs (Male) (Bestial Intellect, though there has been one confirmed case of an intelligent speaking Graveir before that was met by Geralt of Rivia.)
    - Drowners (Bestial Intellect, no better than a predatory fish)
        - Drowned Dead (Bestial Intellect)
        - Mucknixer (Bestial Intellect)
    - Foglets
    - Ghouls (Bestial Intellect)
        - Alghouls (Bestial Intellect)
    - Hags: "Hags are a strange existence for sure. On one hand they eat people and the dead like any other Necrophage but on the other hand they are remarkably fey-like and magical. For now best agree to disagree, since Necrophage Oil works just fine on them." -Fox School Loremaster Jalast to the apprentice witchers at his lecture about hags-
        - Annis Hags (Human level intelligence)
        - Grave Hags (Human level intelligence)
        - Green Hags (Human level intelligence)
            - Water Hags (Bestial level intelligence)
                - Bilge Hags (Bestial level intelligence)
                - Sone (A Vinetian equivalent to a Water Hag) (Bestial level intelligence)
                - Swamp Bints (Bestial level intelligence)
        - Night Hags (Human level intelligence)
    - Rotfiend (Male) (Bestial Intellect)
        - Devourers (Female) (Bestial Intellect)
        - Greater Rotfiends (Bestial Intellect)
        - Scurver (Bestial Intellect)
    - Wights (Bestial Intellect)
        - Spotted Wights (Bestial Intellect) {Extinct as of 1175}

- Relicts
  - Akeros (Mysterious level intelligence)
    - Seraphim
    - Cherubim
    - Thrones
    - Dominions
    - Virtues
    - Powers
    - Principalities
    - Archakeros
    - Akeros
  - Amals (Troll level intelligence)
  - Anterions (Unknown intelligence)
    - Aguaras (Fox-like animal-human hybrid that can disguise itself as an elven maiden. Human level intelligence, communicates with telepathy)
    - Kyut (Armadillo-like animal-human hybrid that can disguise itself as a large man. Human level intelligence, communicates with telepathy)
  - Dopplers (Human level intelligence)
    - Bonats (Subspecies of the dopplers)
  - Fiends (Bestial Intellect, but can be bound by witches and crones to serve as familiars or attack dogs.)
    - Bumbakvetche (Bestial Intellect, but can be bound by witches and crones to serve as familiars or attack dogs.)
    - Chorts (Bestial Intellect, but can be bound by witches and crones to serve as familiars or attack dogs.)
  - Godlings (Human level intelligence)
  - Leshens (Mysterious level of intelligence)
    - Spriggans (Mysterious level of intelligence)
  - Puigmals (Human level intelligence)
  - Shaelmaar (Bestial Intellect)
  - Sylvans (Human level intelligence)
  - Unicorns (Far more intelligent than humans, typically avoids contact. The species originated via a wish on a Fallen Star.)
- Specters
  - Barghests (Anywhere ill will can form)
  - Demons (In different worlds and planes)
    - Bes (Found primarily in Hell but can be summoned anywhere via Goetia)
    - Claglydd (Found primarily in Hell but can be summoned anywhere via Goetia)
    - Hym (Primarily found on the Plane of Ether or even Hell but can be lured from its home plane by intense feelings of guilt, latching itself on the source of it and feeding off of it.)
    - Mahr (Found primarily in Hell but can be summoned anywhere via Goetia, though this is often done either accidently or on purpose to have the Mahr possess someone else.)
    - Mari Lwyd (Found primarily in Hell but can be summoned anywhere via Goetia)
    - Personification Demon (Found primarily in Hell but can be summoned anywhere via Goetia)
    - Sphinx (Found primarily in Hell but can be summoned anywhere via Goetia, like the Claglydd they are associated with knowledge)
      - Androsphinx (Found in the wild in the territory of Hannu)
    - Contract Demons (Found primarily in Hell but can be summoned anywhere via Goetia)

- Ethereal (A manifestation of human fear given frightening form)
- Ghosts (Anywhere humans and non-humans can be found)
- Umbra
- Wraiths (Anywhere humans and non-humans can be found)
    - Beann'shies (Anywhere humans and non-humans can be found)
    - Corgowraiths (Anywhere humans and non-humans can be found)
    - Draug
    - Draugir
    - Noonwraiths (Anywhere humans and non-humans can be found)
    - Nightwraiths (Anywhere humans and non-humans can be found)
    - Penitents (Anywhere humans and non-humans can be found)
    - Pestae (Anywhere humans and non-humans can be found)

- Unknown Classification
    - Abnormalities
    - Aicaya
    - Angels (In different worlds and planes)
    - Bauchans
    - Blafards
    - Boraros
    - Ceasg
    - Ciguapas
    - Cancrajos
    - Cosmic Horrors
        - Fire Vampires
        - Vodyanoy also called Vodyans or Ysgards (Intelligent, but usually hostile)
            - River Vodyanoy (The smaller of the two classes of Vodyanoy they live in underwater settlement in large rivers like the Pontar.)
                - Ancient River Deep One
                - Greater River Vodyanoy (Intelligent, but usually hostile)
                - River Vodyanoy Priest (Intelligent, but usually hostile)
                - River Vodyanoy Warrior (Intelligent, but usually hostile)
            - Ocean Vodyanoy (The larger and more aggressive of the two classes of Vodyanoy that live in large underwater cities.)
                - Ancient Ocean Deep One
                - Greater Ocean Vodyanoy (Intelligent, but usually hostile)
                - Ocean Vodyanoy Warrior (Intelligent, but usually hostile)
    - Derens
    - Dover
    - Eachy
    - Ebugogos
    - Elohim
    - Fallen Stars *Counterpart of Demons, Found in Chinvat*
    - Fiuras
    - Gnolls (Considered feral, they are a very aggressive race, they are intelligent but in a twisted brutish way, valuing violence, destruction and death.)
    - Garudas
    - Gremlins
    - Grendels
    - Genasi
    - Grigori aka 'Watchers' (Infinitely superior to human level intelligence)
        - Arel
        - Dardalil
        - Godling
        - Ishim
        - Mons
        - Nephilim (Grigori hybrid race created with a humanoid species)
            - Asura

        - Dhampir
        - Anakim
        - Rephaim
        - Emim
        - Cambion
        - Titan
        - Semigiant

    - Ofanim

- Gwisins
- Huldras (Human level intelligence)
- Leprechauns
- Lovelos
- Monocerus
- Morgan
- Naddahas
- Nuberus
- Kodatos
- Monopods
- Mamunes
- Neufras
- Nisses
- Pomberos
- Tennins
- Salmacis
- Steller
- Tengus
- Tiyanaks
- Tikbalangs
- Tibicenas
- Toninas
- Traucos
- Treants
- Urisk
- Xanas
- Yacurunas

- Vampires
    - Higher Vampires (From strongest to weakest)
        - True Higher Vampire (Human level intelligence)
        - Manananggals (Human level intelligence)
        - Mula (Human level intelligence, but it usually doesn't bother with talking unless necessary.)
        - Empusa (Human level intelligence)
        - Upier (Human level intelligence)
        - Ubour (Human level intelligence)
        - Bruxa (Human level intelligence)
        - Alp (Human level intelligence)
        - Nosferat (Human level intelligence)
        - Katakan (Human level intelligence)

    - Lower Vampires (From strongest to weakest)
        - Garkain (Bestial Intellect)
        - Strigoi (Human level intelligence)
        - Ekimma (Bestial Intellect)
        - Dip (also known as Vampire Dog) (Bestial Intellect)
        - Fleder (Bestial Intellect)
            - Protofleder (Bestial Intellect)

        - Plumard (Bestial Intellect)
        - Vunikula (also known as Vampire Rabbit) (Bestial Intellect)

Trivia

- Most of the vanished worlds were due to the fact that they could not withstand the collision between realities.

Notes

- **The Witcher : Blood Origin** has been considered as a separate timeline, as it even contradicts Netflix's The Witcher own canon. It has also been used, as a way to get into the D&D homebrew class of the Witchers.
- **SchoolOfTheLycan** asked the administration that his fanon not be included in the common fanon, that's why within the general lore, it was included as a separate universe. But this is an exception, as he asked for it. For new potential users reading this, I remind you that the following is present in the rules, so try to help build the common fanon, I'm sure something cool will come out of it: ***Try to build your own character or lore, building on that of others. On this Wikia, unlike others, we try to expand The Witcher universe in a coherent and cohesive way. Not everyone creating parallel universes, each one crazier than the last. In that sense, we try to imitate other examples of collaborative writing done well, such as the SCP Foundation.***
    - The soft reference to the Sun Elves, is solely by way of connecting The Witcher multiverse as The Witcher 1 was connected, despite the canonicity issues with the game's villain.

- The idea of the crossed timelines would be different moments of The World, which during the Conjunction end up interconnecting in some way (Example: The theory of the temporal - displaced Geralt of Rivia in Season of Storms)
- Neo - Earth is a direct reference to World Wiki, a world that is Earth, but in a D&D setting. In this world, the Witcher class appears, in a style very similar to that of Geralt of Rivia's universe. And it has already been referenced as inspiration in the Witcher's Code article. If it has been added, it is so that in the future, if someone wishes to add a new school of witchers. Do it, but in this universe / sphere without interfering with the main common fanon Witcher Schools.
- Geronas would be a separated group or subspecies of the gnomes.
- Gnolls are based off of their D&D counterparts.
- Mephits were inspired by the dnd creatures of the same name.
- Abnormalities were inspired for two things, the SCPs and the D&D Mimics (in this case, they would be more like mimics, objects that through the intervention of the ether have come to life).
- Vunikula is a reference to this creature from a child´s book : Bunnicula.
- Rakoa is a direct reference to this fan - maze of Magic : The Gathering : Rakoa created by Xeuroruk.
- Aenyr is a direct reference to this fan - maze of Magic : The Gathering : Aenyr created by Zervintz
- Edoria is a reference to Endor / Middle Earth from Tolkien works.
- The Late Witchers World is basically Netflix´s The Witcher.
- Kardun is a reference to this abandoned D&D Wiki : Various Worlds Wiki.
- The Early contact between the Nordlings and the Okamese timeline is basically The Hexer (TV show and movie)
- The Eastern timeline is basically a reference to all the merch that Cd Projekt Red created with Samurai Geralt.
- The **White Frost Late Expansion** timeline is a direct reference to the book canon timeline. From this timeline, three more lines would emerge, the line of the games, the line of the book by various authors where the Crane School appears and the line of this wiki, the line of the common fanon.
- **Universe 9** is a reference to all the AU's created by the part of the fandom coming from The Witcher Netflix.
- **Universe 11** is the universe of the non-canonical story of "Something More".
- Many of these parallel universes are references to fanfics created by the community. Others are simply references to early versions of things that the community or Sapkowski had in mind. Like the witchers of the School of the Griffin located in the

Amell mountains.

- The fact that Nilfheim can alter the reality of other worlds with its fog is a reference to the lore of Demon's Souls.
- Genasi are based in their D&D counterpart but are rare and instead of arising from romances or exposure to other planes, they would be more like a trolling of the genies to, for example, sorceresses who want to recover their fertility.

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